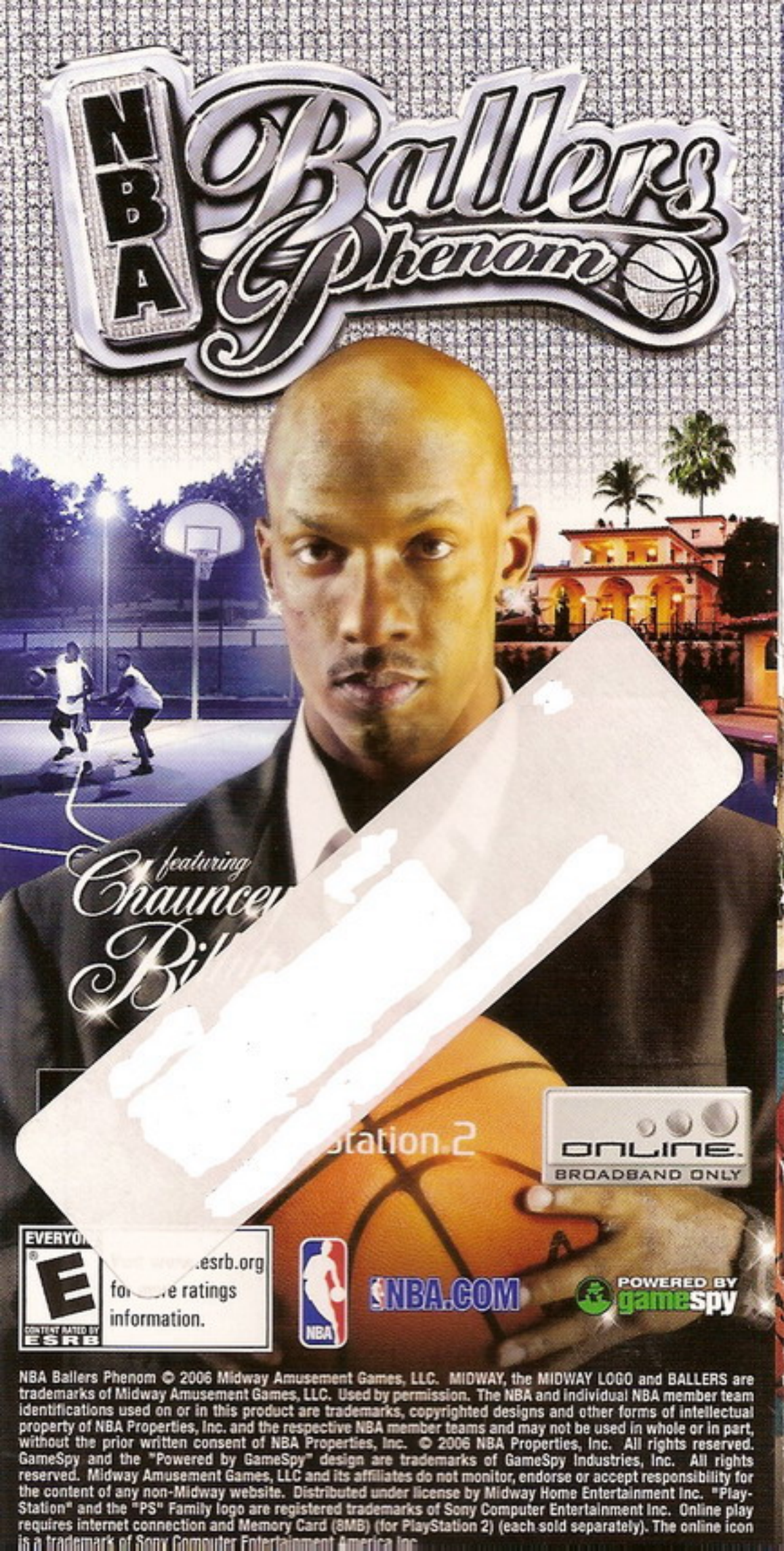

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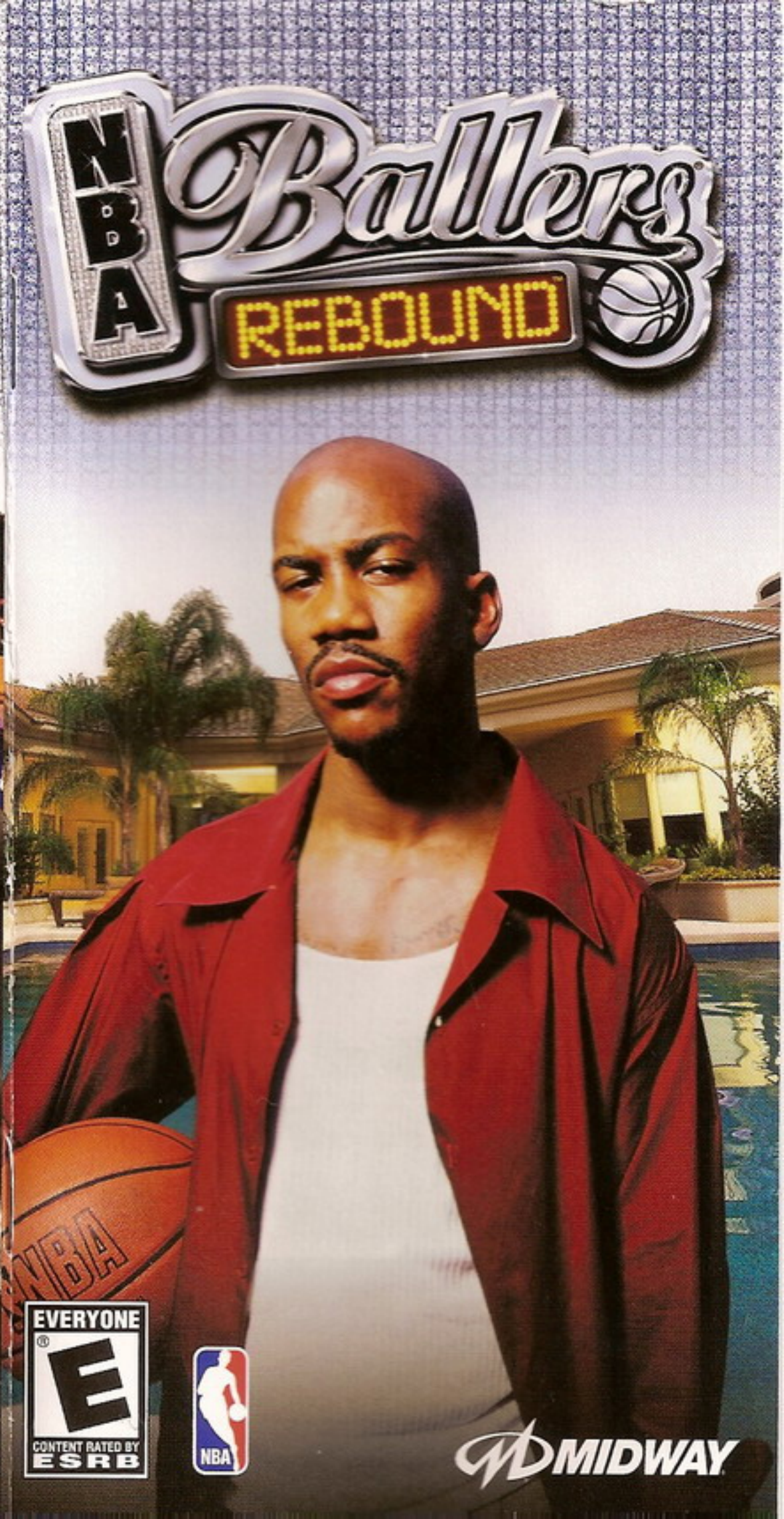

warning

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

• This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Recorded surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation" and the "PS" Family logo are registered trademarks and "PSP" and "UMD" are trademarks of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

Important

Do not open the disc cover while the game is loading.

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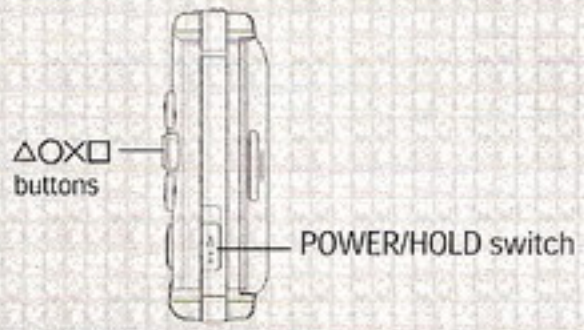
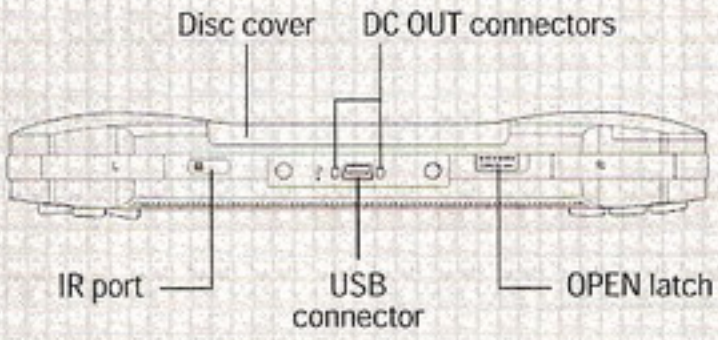
Right side view



Front view



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the NBA Ballers®: Rebound™ Play disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP™ system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP™ to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

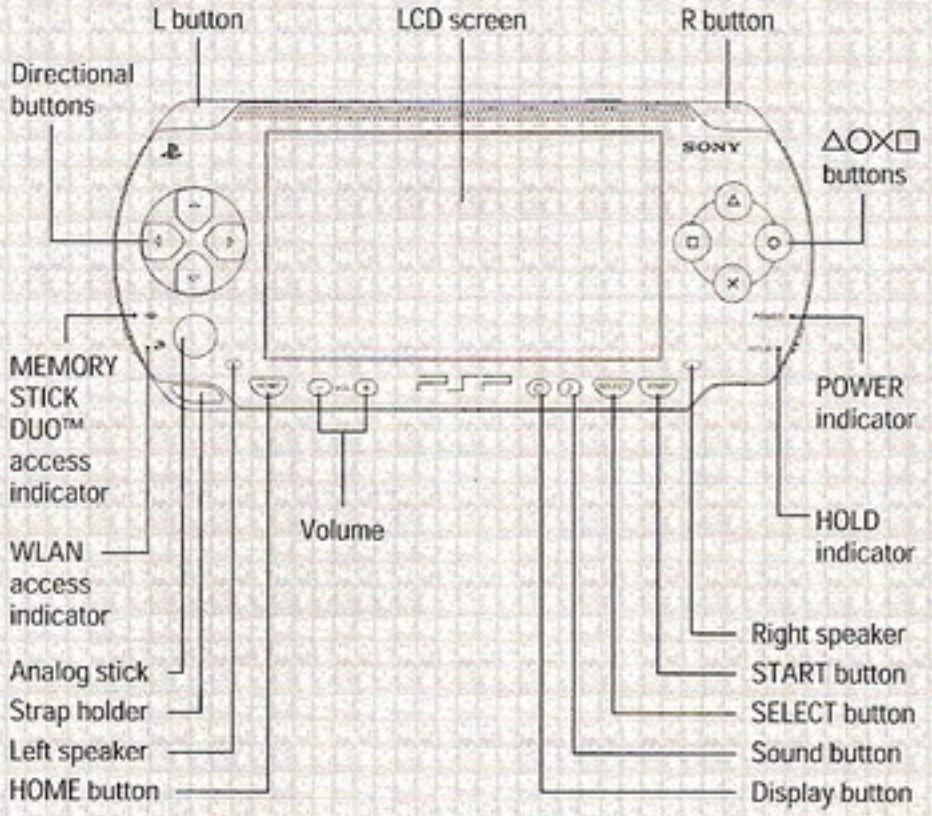
NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PSP™ (PlayStation®Portable) system configuration

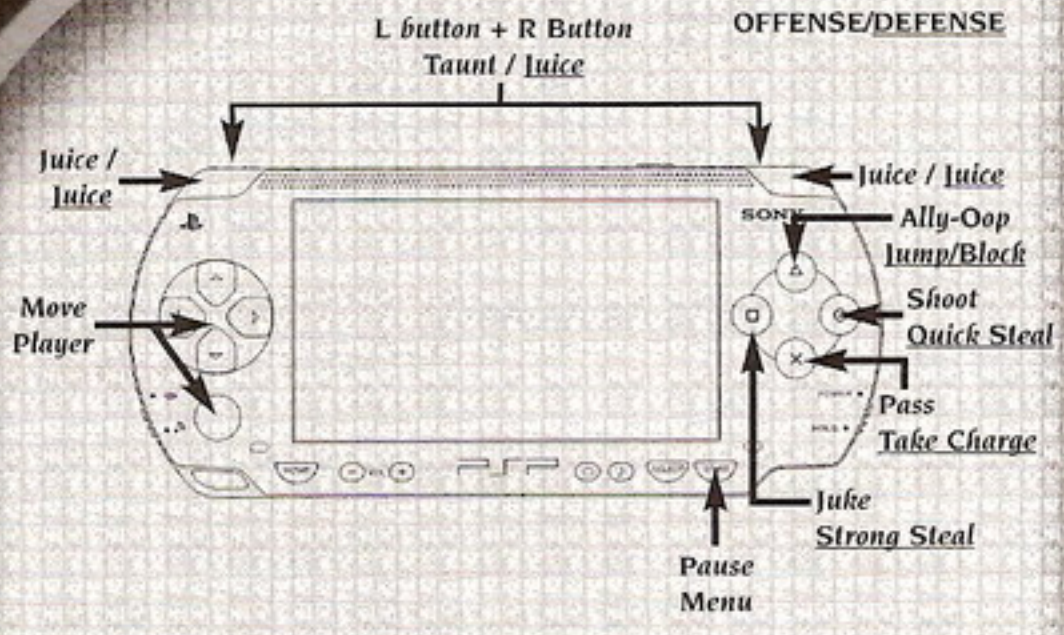


Menu/Sub-Menu Navigation

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection.

Quitting a Game in progress

During the game, press the START button to display the Pause Menu. Press the directional buttons ↑ or ↓ to select Quit, then press the ⊗ button. To confirm exiting the game, press the ⊗ button again to go to the Main Menu.



Basic Offensive Controls

- ◉ = Shoot
- △ = Ally-Oop
- ⊗ = Pass To Sideline (If Available)
- ▣ = Playground

Basic Defensive Controls

- ◉ = Quick Steal
- △ = Block / Rebound
- ⊗ = Take Charge
- ▣ = Strong Steal

Basic Offensive Moves

LEANER: Press and hold directional button or analog stick toward the hoop and press the ◉ button. This is a lower percentage shot.

FADE AWAY JUMPER: Press and hold the directional button or analog stick away from the hoop and press the ◉ button. This is a lower percentage shot.

HEAD FAKE: Tap the ◉ button while stationary. If your opponent bites go up for the shot or dish it off to your sideline buddy and call for the Ally-oop!

HOOK SHOT: Press the ◉ button while running perpendicular to the hoop.

DUNK/LAY-UP: Hold the directional button or analog stick toward the hoop and press the ◉ button.

DIVE (LOOSE BALL ONLY): While the ball is loose, press any Juice button + the ⊗ button.

FREE THROW: First, press the ⊗ button to dictate how much power you put into the shot. Press the ⊗ button again to dictate how far left or right your shot will go. Try stopping the meter in the middle of each color for a perfect free throw!

Basic Defensive Moves

QUICK STEAL: Press the ◉ button while on defense to perform a Quick Steal.

STRONG STEAL: Press the ▣ button while on defense to do a Strong Steal.

BLOCK: Press the △ button while on defense. Depending on your player's blocking ability, you can actually steal the ball out of the air on a shot or Lay-up.

TAKE CHARGE: Press and hold the ⊗ button to setup and hold position for a charge. If your opponent does an ankle breaker into you while you are in the Take-Charge stance, you can draw the foul.

Advanced Offensive Moves

PLAYER SPECIFIC DUNKS AND LAY-UPS: Any combination Juice + the ◉ button (while in the paint) will make your player execute a Dunk or Lay-up that is specific to him.

DOUBLE CLUTCH SHOT: During a Dunk, press the ◉ button to transition into a Lay-up.

ALLY-OOP: Press the △ button to toss the ball up in the air for an Ally-Oop. Run toward the hoop while the ball is airborne and your player will automatically jump up and attempt to Dunk it.

BACKBOARD PASS: Press the L button and the ⊗ button.

PASS TO THE SIDELINE: If your player has a buddy on the sideline you can press the ⊗ button to pass the ball to him. While your friend is in possession of the ball there are several different moves you can do, but do it quickly! Your friend can only hold onto the ball for a few seconds.

WHILE YOUR BUDDY HAS THE BALL YOU CAN:

Press the ⊗ button to have him pass the ball back to you.

Use the analog stick to Juke and try to get open.

Press the ▣ button to have him lob it up for an Ally-oop.

BACK 'EM DOWN: Double tap the L button to get into position. Press the ⊗ button repeatedly to move toward the net. Press the analog stick away from opponent to spin out and take the shot or move on to something else.

ONCE YOU'RE BACKING DOWN YOUR OPPONENT:

Tap the ⊗ button to move yourself and your opponent forward.

Press the analog stick away from your opponent to Spin-out.

Press the △ button to perform a Pump Fake.

Press the ◉ button to shoot.

PUT-BACK DUNK: Run under the rim and press any Juice button and the △ button.

NOTE: The Put-Back Dunk is only available for certain players. This ability must be purchased when creating a player.

TAUNT: Press the L button and R button to perform a Taunt. A Taunt increases your 'house' meter and replenishes a small amount of Juice. Be careful, this move will leave you vulnerable to an easy turnover.

ANKLE BREAKER: Press the L button and the ⊗ button.

Act A Fool Moves

PLAYGROUND: Press the ● button for 1 of 30 different playground Juke moves.

OFF THE HIZZLE: Hold the R button and the ● button to throw it off of your opponent's head.

OFF THE HIZZLE TO OOP: Hold the R button, the L button and the ● button to bounce it off of your opponent's head and up for an Ally-oop.

ACT A FOOL: Hold the L button, then press the ● button (close to your opponent).

Advanced Defensive Moves

PUSH: Hold the R button and the ◎ button. Each time you push or grab your opponent you earn a foul.

THROWBACK: Hold the R button and press ● button when you're near an opponent.

WHILE BEING BACKED DOWN: If your opponent starts backing you down, press the ⊗ button as fast as you can to push him back.

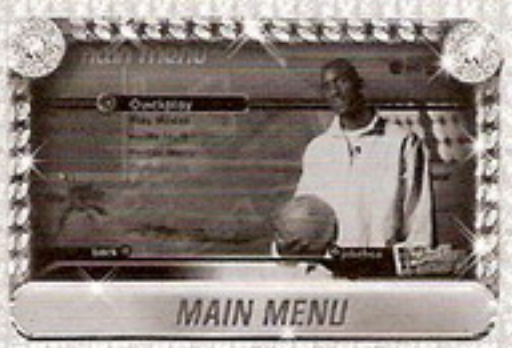
SHATTERIN' THE EGO: Press the ⊗ button when your opponent starts his "act a fool" or "off the hizzle" move to interrupt it and take the ball. It's a Combo Breaker!

GAFFLIN' THE PASS: If your opponent passes to a sideline character, position yourself between him and your opponent. Your character will try to intercept the ball.

GRAB REBOUND: If a ball is rattling around the rim, press the △ button.

BIG JUMP: Hold Juice, then press the △ button.

FREE THROW WHAMMY: Press any button while your opponent is taking a free throw to vibrate his controller and throw him off.



The Main Menu includes options you'll need to set up your NBA Ballers: Rebound game. Read below for details on the options found on the Main Menu.

QUICKPLAY

The Quickplay option allows you to jump right into a Versus game. You'll select the number of Human players. The game will then automatically select players and venues.

PLAY MODES

Versus CPU

You'll pick from CPU-controlled, NBA Ballers of the past and present for a 1-on-1 match. You'll also select an arena.

1 vs 1 vs 1

This is the game's 3-player game mode. You'll select three Ballers, then select one arena. By default, the first player to score 11 wins the match.

TV Tournament

See TV TOURNAMENT, pg. 14.

Rags to Riches

See RAGS TO RICHES, pg. 15.

Practice

The Practice mode allows you to select a Baller and an opponent. You can then practice your moves and shooting. Perform tricks prior to each successful shot, and you'll get an idea of the kind of Credits you can earn for purchasing cool stuff using the Inside Stuff option (see INSIDE STUFF, pgs. 9 - 12). Credits earned in Practice mode cannot be used for purchases, but you'll see what kind of Credits you can accumulate, as well as some of the cool moves in the game.

INSIDE STUFF

See pages 9 - 12.

PROFILE MENU

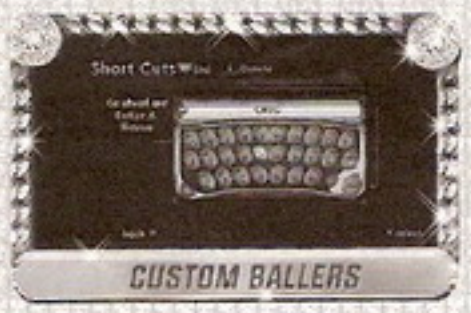
See next page.

Create/Save Profile

NBA Ballers: Rebound *lets you save accumulated data to your Memory Stick Duo™. We highly recommend using a memory stick to enjoy the many features you'll find in this game.*

Each time you start the game on your PSP™ (PlayStation®Portable) *system, the game will read your memory stick, making it available for saving data.*

At the Profile Menu, *you can* Save or Create Profiles. *If you choose to create a* Profile, *the in-game keyboard will appear. Use it to spell out the name you want to use, then select* END. *It will then be available for use as a user profile.*



Load Profile

If you already have a created user profile, it will be listed for selection when you choose LOAD PROFILE. *The* Status *column will let you know if the data has been saved or needs saving. Simply highlight the unsaved data, and press the* ⊗ *button.*

Unload Profile

Whenever you have a profile loaded, you'll have the opportunity to work with it. If you don't want it loaded, select this option, then select the profile. You'll be prompted to unload the entire profile.

As you save more and more data to the memory stick, you'll need to keep track of the space available on the memory stick.

The Profile Menu *appears in several instances within the game, so you can always refer to this portion of the manual for reference.*

It is advised that you do not insert or remove peripherals or a memory stick once the power is turned ON. *Make sure there is enough free space on your memory stick before commencing play.*

The Inside Stuff Screen is the place to go to use the Credits you've earned to sign players and acquire cribs or to create a player. Use the directional buttons to select options, then press the ⊗ *button to make selections. In some cases, menus will require pressing the* L *button and* R *button to cycle categories.*

Before entering the Inside Stuff menu, the Profile screen will be displayed. If you have a profile created already, select it to go to the Inside Stuff menu. If you don't have a profile, select CREATE NEW PROFILE. *Use the directional buttons to spell out the name of your profile, then select* END. *Select the new profile to go to the Inside Stuff menu.*

Here's the rundown:

SIGN A BALLER

Got a lot of Credits burning a whole in your pocket? Use this option to unlock some of your favorite NBA *players. They'll then be available for Versus, 1vs.1vs.1 and TV Tournament game modes. You'll notice that some players are unlocked by default.*

CUSTOM BALLERS

This is your opportunity to create the kind of Baller you'd like to use in the game. Once created, this Baller will be selectable in Versus, 1 vs. 1 vs. 1 and TV Tournament game modes. It takes four steps to customize your Baller:

Step 1: Fill in the Details

For both Name options, select your Baller's First or Last name, then press the ⊗ *button access the keyboard. Spell out the names you'd like for your Baller, then select* END *to return to the previous menu. Press the* START *button to advance to the next screen.*

For the rest of the options (other than NICKNAME*), press the directional buttons* ⬅ *or* ➡ *to modify the setting. For the* NICKNAME *option, press the* ⊗ *button to view and select from a preset list of available nicknames.*

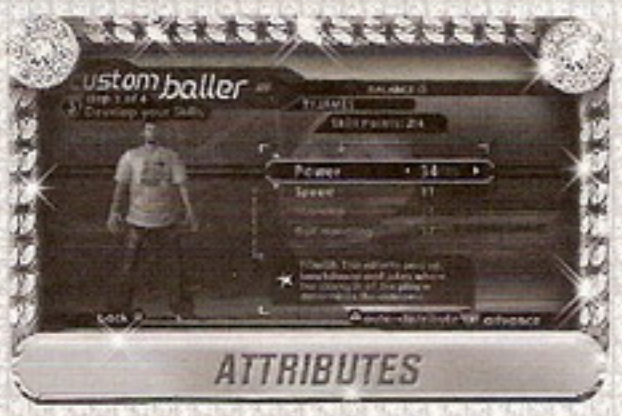
Step 2: Define Your Look

Highlight an option, then press the directional buttons ⬅ or ➡ to modify the setting. As you define your Baller's look, you'll see the changes take place on the screen. Press the START button to advance to the next screen.

CUSTOM BALLERS

Step 3: Develop Your Skills

This option allows you to distribute points to specific player skill attributes. You decide how strong or weak your created player's skills will be. Once you've acquired some Credits, you can come back to this option, and purchase more points to boost a player's attributes.



ATTRIBUTES

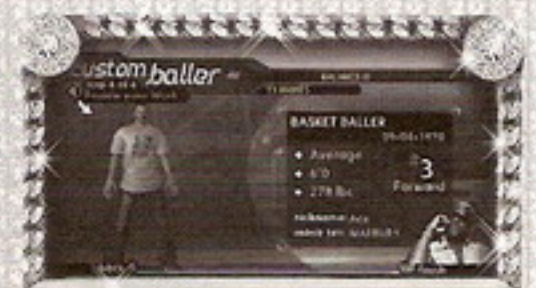
By default, you'll start out with 400 points to distribute to your created player. Highlight an attribute, then press the directional buttons ⬅ or ➡ to increase or decrease the points given to an attribute. Repeat this process to distribute the points the way you want.

You can only distribute a maximum of 35 Attribute Points to each category during the creation phase. Once you're finished adjusting points, press the START button to advance to the next screen.

NOTE: In Rags to Riches, the attributes must be earned on the court. You may not acquire them with credits.

Step 4: Review Your Work

Before you finish customizing your Baller, review your work. If you need to go back and change something, press the ◉ button to return to a previous menu.



REVIEW PROFILE

MODIFY BALLER

Once you have created and saved your Baller, this menu will be displayed. It's also displayed if you select a previously saved Baller from the Custom Ballers option. Use this menu to make changes to your saved, customized Baller.

MODIFY BALLER

Attire, etc.

Keep your Baller looking sharp by changing his facial features, clothes and his bling. Select an item to view available (selectable) and unavailable items (in grey). Not all items are free, so the amount of Credits you'll need for a particular item is displayed.

Skills

As you gain more Credits, you can use this option to add more Attribute Points to your Baller's skills. This will let you continue to make him a better player on the court. See STEP 3: DEVELOP YOUR SKILLS, pg. 10).

NOTE: In Rages 2 Riches, your skills will upgrade automatically based on how you play.

Rides, Friends, Etc.

Once you've attained some Credits, come back and check out this option. You can turn in your Credits for an entourage, some cool rides or set up some SPECIALS that will spice up your play on the court.

SPECIALS

Highlight an ability, then press the ⊗ button to activate it. Press the directional buttons ⬅ or ➡ to turn a Special On or Off. Here are the Specials:

HOT SPOT - Pick a spot on the floor where your scoring chances increase.
FIRE MODE - Make it possible for a player to catch fire.
BACK-IN MODE - This mode allows you to post up your opponent.
LEGAL GOALTENDING - You're allowed to goaltend any shot.
EXTRA MOVES - Pull off moves not available in the default moves list.
PUT BACK DUNKS - Allows you to Dunk your missed shots.
STUNT DUNKS - Perform some inhuman dunks.
PASS TO FRIEND - Pass to a friend standing off-court then get it back.
2X JUICE REPLENISH - Your Juice replenishes twice as fast.
SUPER BLOCKS - Get way up there to block shots.
ALLY-OOP - Perform amazing Ally-oops.

NOTES:

- These moves must be purchased before you can use them.
- A good way to experiment with Specials is to pick any NBA player that has the Special you want to try.

ACQUIRE A CRIB

Acquire a Crib

Use your growing Credits to acquire a home. Press the directional buttons ⬆ or ⬇ to change homes and the background will change, giving you a nice look at your new crib. You'll notice that some cribs are already unlocked by default.

Garage

It's time for a new ride. Use your accumulated Credits to select a new car. Press the directional buttons ⬅ or ➡ to cycle the cars, then press ⬆ or ⬇ to select a color. Colors will only be selectable if you have enough Credits to select the car.

Collectibles

NBA Ballers: Rebound includes a gallery of images you can unlock and view. Choose Magazines, Friends, Big Shots or Midway, then work toward unlocking the collectibles. To find out what is required for unlocking an image, highlight the blank image and press the ⊗ button. Text will describe what is required to unlock the image. Completing image sets unlocks certain players.

Baller's Cinema

The Baller's Cinema includes the Opening Movie, a Film Vault, Credits listing the names of the people who worked toward creating NBA Ballers: Rebound, as well as some DVD Extras.

Phrase-ology

PHRASE-OLOGY

Codes, Codes, Codes! NBA Baller's Phrase-ology option allows you to select up to four words to unlock special features in the game. Highlight a word, then press the ⊗ button to select it. Select up to four words to create a phrase. In some cases, one or two or three words will work.

Ballers Phrase-ology can be found in Strategy Guides, Magazines, the internet or with a little experimentation on your part.

Audio Options

Highlight an option, then press the directional buttons ⬅ or ➡ to increase or decrease the Game FX, Player Chatter, In-Game Music, Announcer, Ambience, Crowd, Menu Music or Pause Music. You can also change the Audio Output to Stereo or Mono.

GAME OPTIONS

Game Options

Make adjustments to the game's default settings.

Difficulty

Select from five difficulty settings, ranging from Pretender to NBA Baller. Level 3, Got Skillz, is the default difficulty setting.

Auto Save

Turn the game's Autosave feature On or Off. When On is selected, the game will automatically save your game settings.

Game Effects

Select Old Skool to play with all visual special effects turned on. For a more "simulation" style play experience, select New Skool. This will turn off most of the special visual effects.

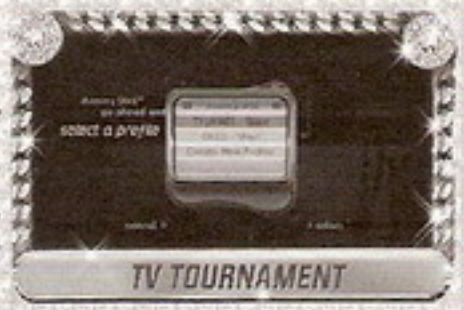
Wireless

Some of the games included in NBA Ballers: Rebound are multiplayer games. Select this option to connect to the Lobby. Once in the Lobby, choose another player to initiate the connection process.

Note: Before you can can connect with friends via Wireless LAN, each PSP™ (PlayStation®Portable) system must have their WLAN switch turned on. For more information on Wireless LAN, see the documentation included with the purchase of your PSP.

TV Tournament

This is where you'll unlock NBA players by winning tournaments. The opponent at the top of each ladder is unlocked to your roster once you defeat him. First, you'll need to select an episode. Each episode has a different set of tournament opponents and a prize.



Enter Profile

Before entering the tournament, the Load Profile screen will be displayed. If you have a profile created already, select it to go to the Tournament screen. If you don't have a profile, select Create New Profile. *Use the directional buttons to spell out the name of your profile, then select* End. *Select the new profile to the Tournament screen.*

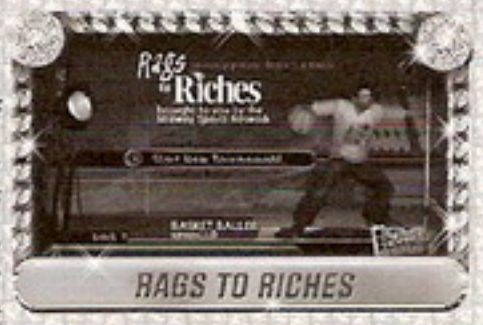
The Tournament

The Tournament screen displays three NBA players who represent your final opponent. Each final opponent represents an episode of the tournament. Press the directional buttons ⬅ or ➡ to select an episode. Details on the episode are displayed. Press the ⊗ button to make a selection.

At the Baller Selection screen, press the directional buttons ⬆ or ⬇ to scroll through available in the game, then press the ⊗ button to select. Press the L or R button to toggle statistical information. Press the △ button to preview your opponents.

At the Match-Up screen, you can enter codes for power ups or special abilities. See Entering Codes, *pg. 16. As you win matches, you'll continue to play until you've either lost a match or won the tournament. As you collect prizes, remember to use the Inside Stuff option to use your winnings (see* Inside Stuff, *pgs. 9-12).*

This game mode is NBA Ballers: Rebound's career mode where you can create a Baller, then play games to earn Credits and prizes. You'll then spend those earnings to live the good life with mansions, cars, jewels and even an entourage, but you'll need to earn it on the court!



Before you can get started, you'll need to Create *or* Load *a profile. If you have a profile created already, select it to go to the Rags to Riches screen. If you don't have a profile, select* Create New Profile. *Use the directional buttons to spell out the name of your profile, then select* End. *Select the new profile to go to the Rags to Riches screen.*

Review Episode

This option will give you an opportunity to review your progress in Rags to Riches. It includes selectable movies that you've unlocked during the progression of your Rags to Riches story.

Customize Baller

This option allows you to spend your riches to shed those rags. As you win matches and progress through the story, your earned Credits will be displayed at the bottom of the screen. See Custom Ballers, *pg. 9, for details on customizing your Baller.*

Play-Per-View

The Play-Per-View screen is used to get an overview of your progression through the Rags to Riches story. It displays the current Tournament you're playing in, as well as past and upcoming tournaments. Press the directional buttons ⬅ or ➡ to highlight each tournament. Information about each tour is displayed below.

Notes:

- *You can only select the current tournament in which you're involved. You can't select previous or future tournaments. The Play-Per-View screen is a nice map of the tournaments you can use to check your progression.*
- *In Rags to Riches mode, your Ballers attributes automatically upgrade, based on the way you play after the initial attribute assignment. For example, to be a better 3 pt. shooter, you must attempt and make a lot of 3 pointers.*

pre-game

Prior to a VERSUS or 1 VS 1 VS 1 game, you'll need to select a Baller and a Crib for your match. Once you've done that, you can enter special codes just before the match begins.

BALLER SELECT

Press the directional buttons ⬆ or ⬇ to scroll through the available NBA Ballers. Press the ■ button to cycle between the divisions, then press the ✕ button to make a selection. Do the same to choose your opponent if you're playing the CPU. The Select a Crib screen will appear.

SELECT A CRIB

Press the directional buttons ⬆ or ⬇ to scroll through the available cribs. Press the △ button for crib details. Press the ■ button to Handicap the match. Choose a Baller, then press the directional buttons ⬅ or ➡ to adjust the handicap meters.

Custom Rules

After you select a crib, select from a list of custom rules for your match:

FREE FOR ALL - There's no clearing and no ball checks.
DO OR DIE - One round wins all.
BREAK THIS! - While "On Fire", any shots scored will subtract the same amount from your opponent's score. Remember to select a player that has the "On Fire" Special, or this rule won't work.
GOALIE MATCH - Goaltending is allowed.
CLEARLY CLEAN - There are no ball clears.
NO FOULS - Play a game without fouls. This means no free throws.
CHANGE EVERYTHING - This allows you to customize everything.
BLOCK PARTY - You must have three blocks to win the match.
HOLD 'EM 3 - Keep your opponent to less than three steals to win.
KING OF THIEVES - Get more steals than your opponent to win.

Wireless only

MUCHO JUICE - This gives each player unlimited Juice.
DUNKFEST - You can only score by performing Dunks.
GREAT BALLS OF FIRE - Both players remain on fire for the entire match.

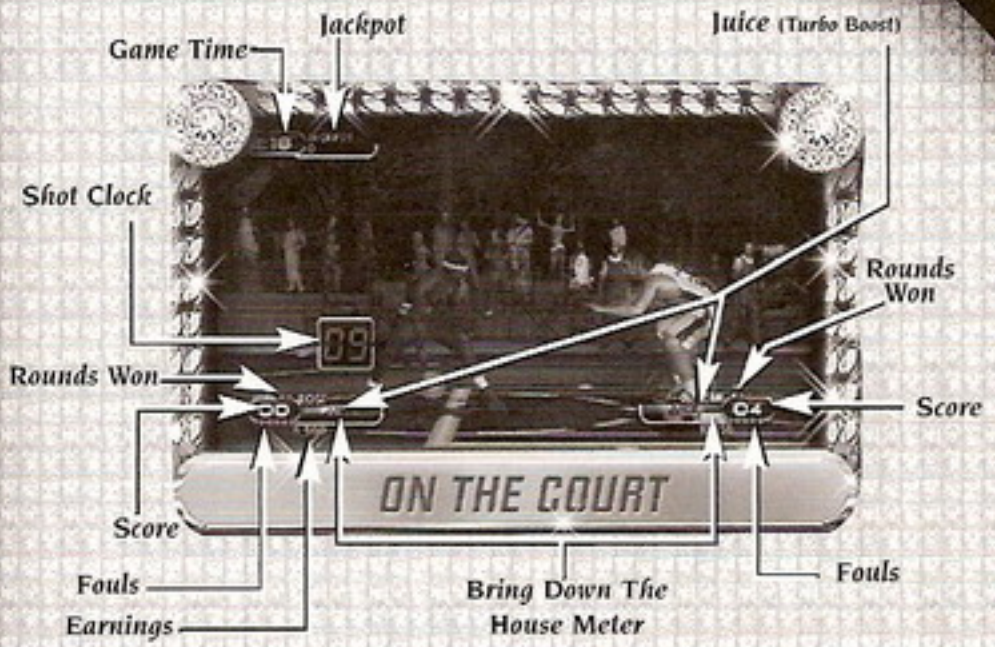
ENTERING CODES

Just before the game begins, there's a brief opportunity to enter special codes. Codes can be entered by displaying three specific icons, along with pressing the directional buttons ⬆, ⬇, ⬅ or ➡.

Press the ■ button (top), △ button (middle) and ● button (bottom) to cycle the three code icons. When the icons you want are displayed, press the directional buttons ⬆, ⬇, ⬅ or ➡. If you have the correct combination of icons and the correct direction on the directional buttons, a code will be displayed and entered. If you enter wrong, the icons will reset and no code will be entered. You can enter as many codes as time allows.

NOTE: Special codes can be found in strategy guides, magazines, the internet or with a bit of experimentation on your part.

on the court



The Display has a lot of information that may or may not need explanation. Nonetheless, here's the rundown:

Fouls

You have five fouls to give. After the 5th foul, your opponent will go to the Free Throw line.

Game Time

This displays the game time remaining.

House Meter

The House Meter builds as you make moves and shots. When the House Meter fills completely, you can "Bring Down the House". To "Bring Down the House", press the L button, R button and the △ button as you move toward the basket.

Jackpot

As you and your opponent make moves, you'll accumulate credit that will be awarded to the player that makes the shot. If you build the Jackpot and miss the shot, the Jackpot will remain until someone does hit the shot. The winner of the match walks away with all of the credits in his match earnings.

Juice

This is your turbo boost meter. As you use your Juice, the meter will diminish. It will recharge when you're not activating your Juice.

Rounds Won

Blue circles appear when you win a match round.

Shot Clock

This meter will be displayed once you've gotten down to ten seconds.

pause options

At any time during a game, press the START *button to view the* Pause Options *screen. Use it to make adjustments to your game or view a replay of the most recent game action or make changes to the game's options. You can also use it to see your players in detail.*

Replay

If you'd like to take another, more detailed look at an incredible play, select this Replay *option. On-screen controls show you how to replay the action, zoom in, zoom out and also move 360 degrees around the action.*

NOTE: *The* Replay *option is not available in Wireless matches.*

Game Options

See OPTIONS, *pg.* 13.

Audio Settings

See OPTIONS, *pg.* 13.

Quit

Quits a match and returns you to the Main Menu.

credits

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credits

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Appearing as Bob Benson

Terry Abler

Appearing as himself

MC Supernatural

Special Thanks

Stephon Marbury, Spicee "Baby Girl" Canada, Aron Drayer, Shekhar Dhupelia, John Huu Nguyen, Steve Jones, "Max Crawford, Shrikant Dodiya, Jill Kogut, Sarah Moschea, Greg Mucha, Christian Munoz, Natalie Salzman, David Zucker, The Ayzenberg Group, The Basketball Hall of Fame, Mark Beaumont, Lee Jacobson, Samuel Peterson, Chrissie Rios, Steve Rosen, Mark Smith, Greg Lassen, Stacey Kerr, Shari Wolford, Sandra Martinez & Adam Silver. Special thanks to Chicago QA for the twenty-four hour shifts in preparation for submission.

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Special Thanks NBA Ballers Development Team (Code)

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NBA Ballers Photos

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music

"I Wanna Be"
Written by Saladine Wallace, Salahadeen Wilds & David Willis
Performed by Camp Lo
Courtesy of Blacksmith Music Corp.

"I'm A Baller Baby"
Written by Waiel Yaghnam, Jayson Bridges & Adam Cherrington
Performed by Adam "Wyshmaster" Cherrington
Courtesy of Basement Beats

"Give Me Dat"
Written by Joe Young & Adam Cherrington
Performed by Jelly Joe for Basement Beats
Produced by Adam "Wyshmaster" Cherrington
Courtesy of Basement Beats

"Got To Get It"
Written and Performed by Heavy Mojo
Courtesy of Jank Recordings

"I B-Ballin'"
Written by William J. Lacey II
Performed by Jeff Lacey
Produced by TyJilla

"I'm A Playa"
Written by Brandon Ranard Burris
Performed by Point Game
Produced by Sho-Down

"I'm A Superstar"
Written by Theartis Jeron Thomas
Performed by Ness Lee
Courtesy of T. Jeron Thomas

"It's A Shame"
Written by Theartis Jeron Thomas and Brandon Ranard Burris
Performed by Point Game featuring Ness
Courtesy of T. Jeron Thomas

"Let's Ball"
(K. Fain, A Taylor, L. Deshazor)
Written By: Shak-C (Kash'ka Fain)
Produced By: School of Beats
Recorded and Mixed by Kash'ka Fain for Signature Sounds Studio

"Keep It Moving"
Written by Kanjia Kroma & Adam Cherrington
Performed by Kanjia for Basement Beats
Produced by Adam "Wyshmaster" Cherrington
Courtesy of Basement Beats

"Raise Up"
Written by Nick Furlong
Performed by Raskal
Produced by TyJilla
Courtesy of 3000 Entertainment, LLC.

"The Blacktop"
Written by Theartis Jeron Thomas
Performed by Ness Lee
Courtesy of T. Jeron Thomas

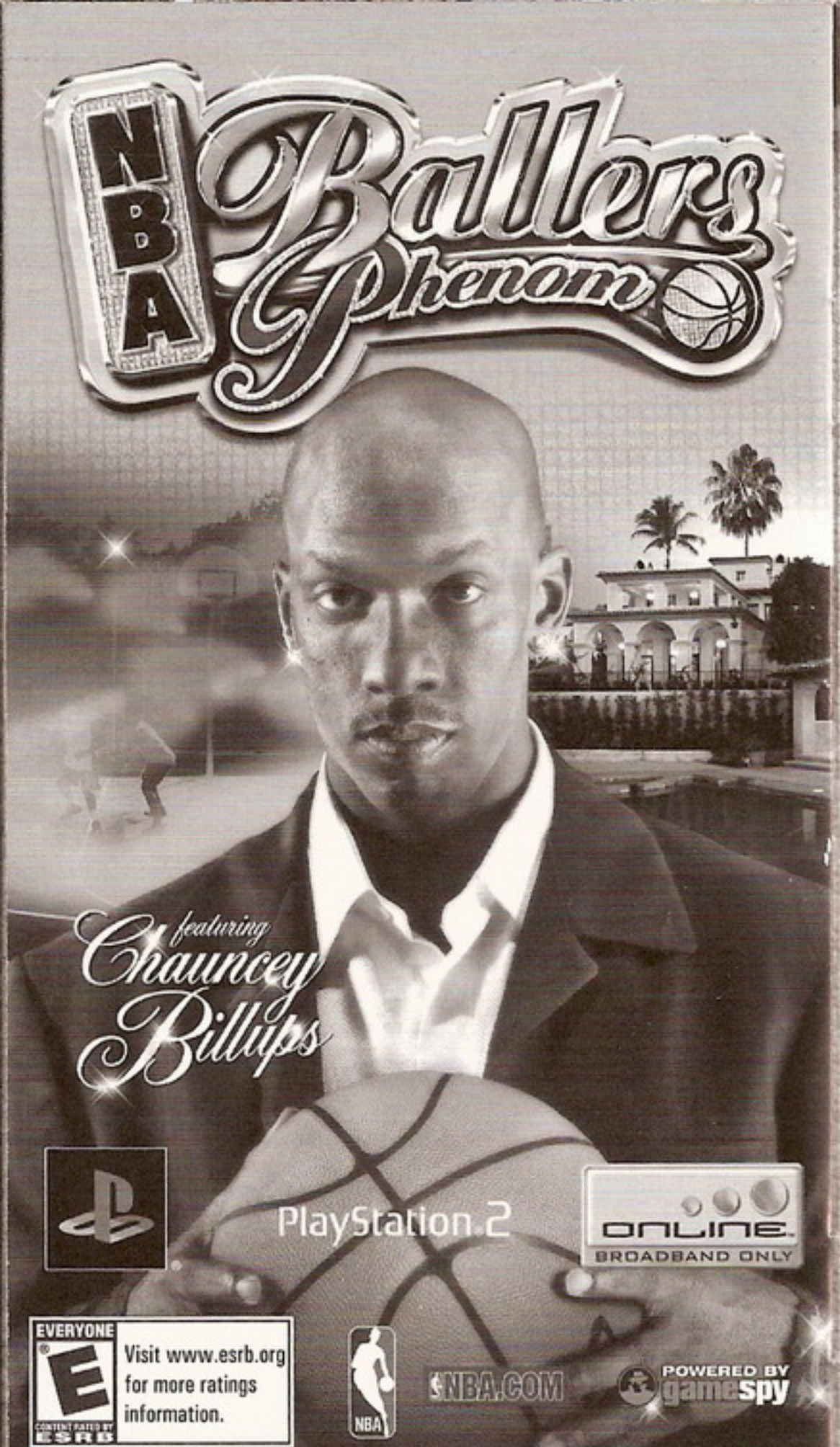
"They Know Me"
Written by T.J. Reynolds and Nick Furlong
Performed by TyJilla and Raskal
Courtesy of 3000 Entertainment, LLC.

"What It Is"
Written by Jayson Bridges & Adam Cherrington
Performed by KoKo for Basement Beats
Produced by Adam "Wyshmaster" Cherrington
Courtesy of Basement Beats

All in game beats by Info, J.A., Pro-V, Sho-Down, Ty Jilla and Wyshmaster

Notes

Notes



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